

Figure 1A

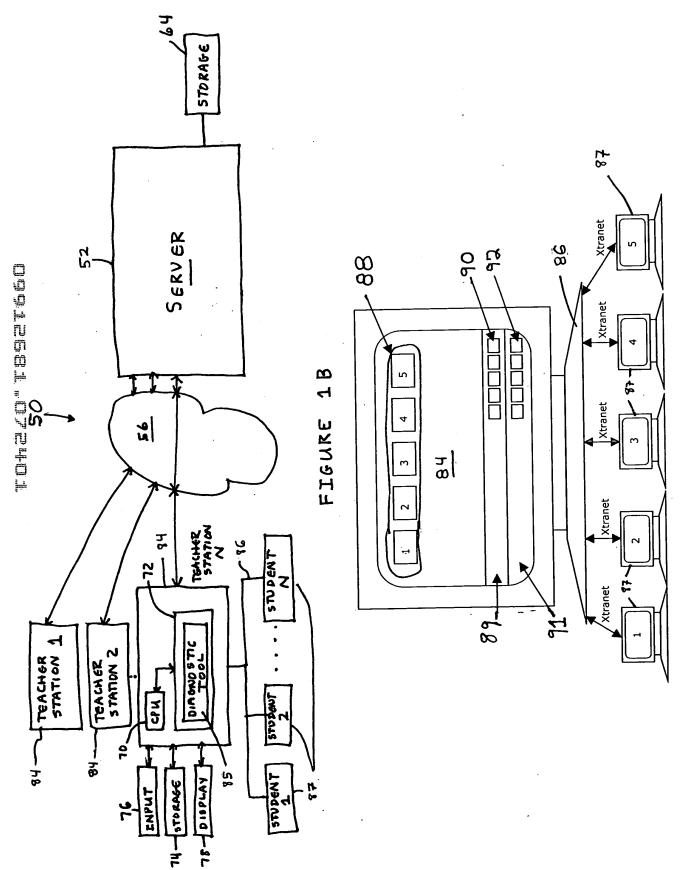
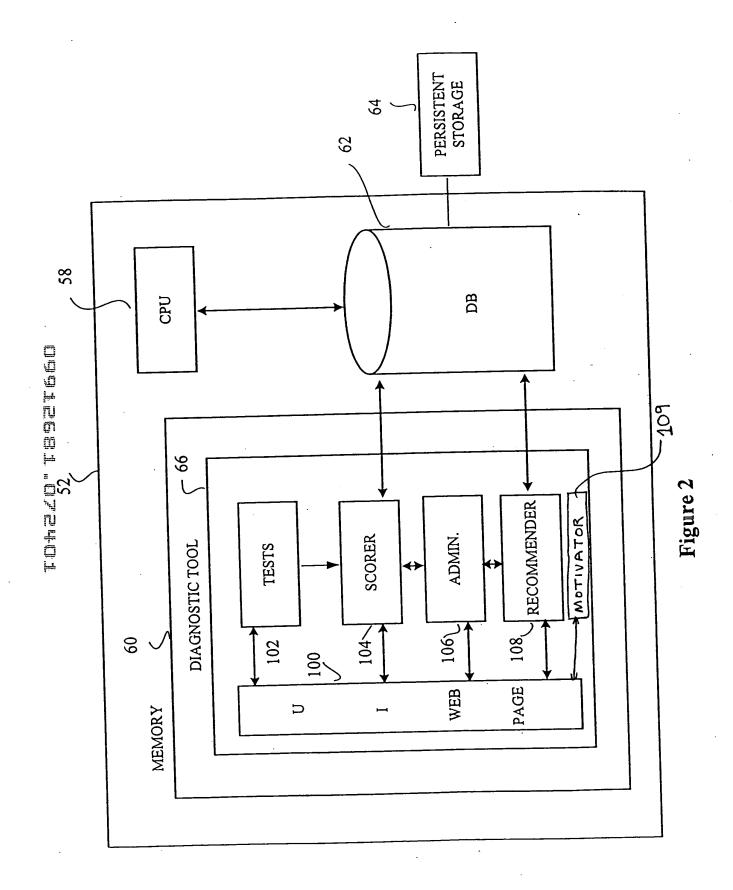
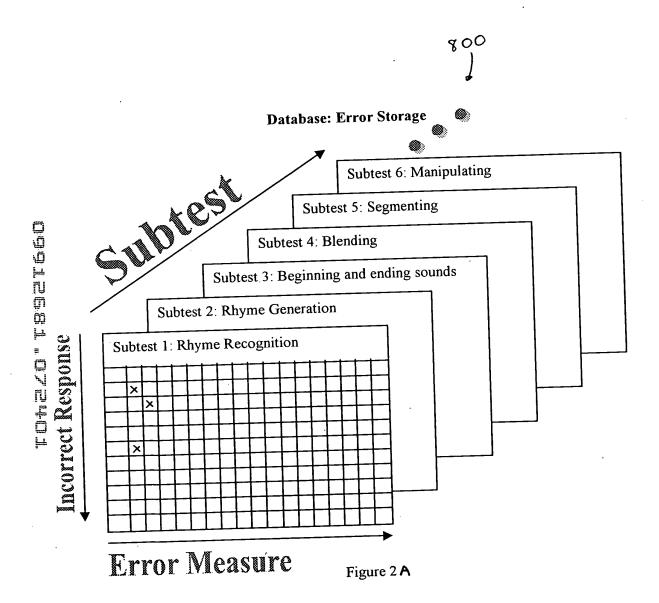
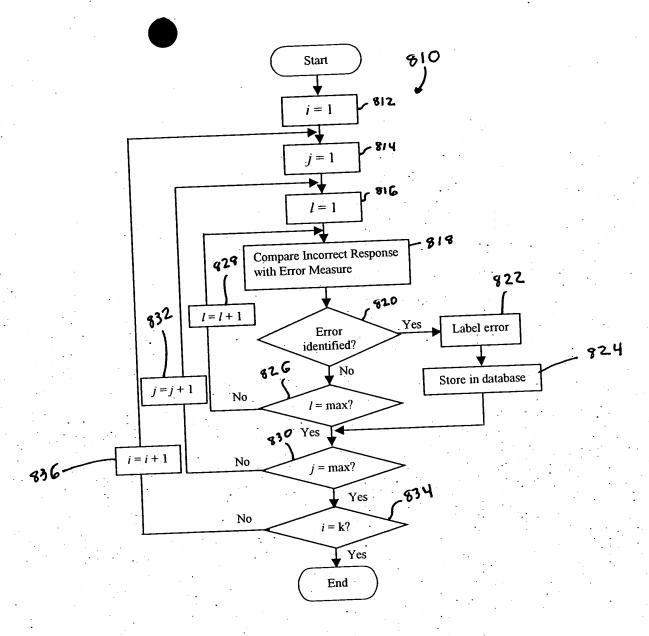


FIGURE 1G







 $(ST)_i$: Subtest; i = 1 ... k

(IR)_{ij}: Incorrect Response; ij = 1.1, 1.2, ..., 1. max., ... k.1, k.2, ..., k. max. (j = 1 ... max.)

 $(EM)_{il}$. Error Measure, il = 1.1, 1.2, ..., 1.max., ...k.1, k.2, ..., k.max. <math>(l = 1 ... max. Note: max. for l is different from max. for j.)

Figure 2B

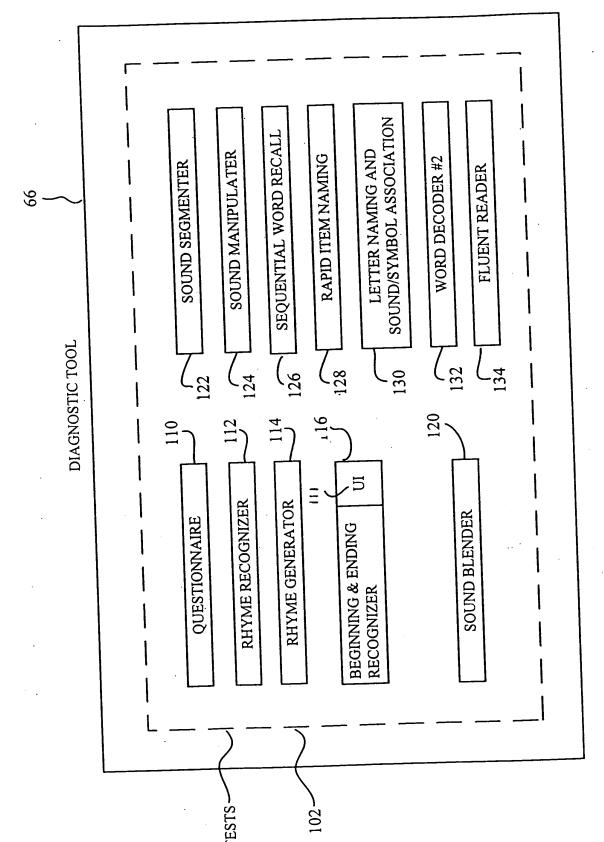
IF-THEN Rule Bases

Subtest			Error 1	Messure	
1. Rhyme Recognition	1	2	3	•	104
2. Rhyme Generation	1	(2)	(3)	•	102.
Beginning and Ending Sounds	<u>(1)</u>	Rule 2	Rule 1 3	4	102
4. Blending	1	(2)	Rule 3	<u>(</u>	na
5. Segmenting	1	2	3		196-
6. Manipulating	1	2	3		Ŋ _{\$} .
 Recalling in Sequential Order 	1	2	3	(Ŋφ.
8. Rapid Naming	1	2	<i>i</i> /(3)`\ (4)	1) _S .
9. Letter Names and Sound	1	2	<i>i</i> / (3)	I).
10. Decoding	1	. (2)		(1)	340
11. Fluent Reading	1	2) (3) (1)	Qua

FIGURE 2C

Subtest	Error Measure ID	Error Measure		
3. Beginning and Ending Sounds	2	Do not recognize /f/ when it is at the end following an /i/ sound		
4. Blending	3	Can not blend when /f/ is at the end following an /e/ sound		
5. Segmenting	4	Do not count /f/ when it is at the end following an Isl sound		
6. Manipulating	4	Can not replace /f/ with /v/ when it is at the end following an /e/ sound		
7. Recalling in Sequential Order	3	Do not recall /f/ when it is at the end following another consonant.		
9. Letter Names and Sound	4	Can not recognize /f/ sound when it is isolated		
10. Decoding	2	Cannot recognize the nonsense word when the word ends with a /f/ sound which follows another consonant		

FIGURE 2D



DAOTHEST OLIMINATION

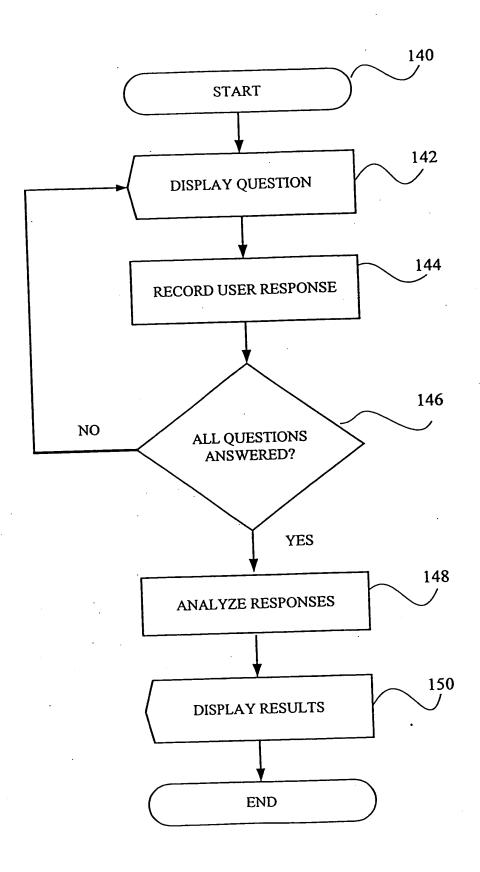


Figure 4

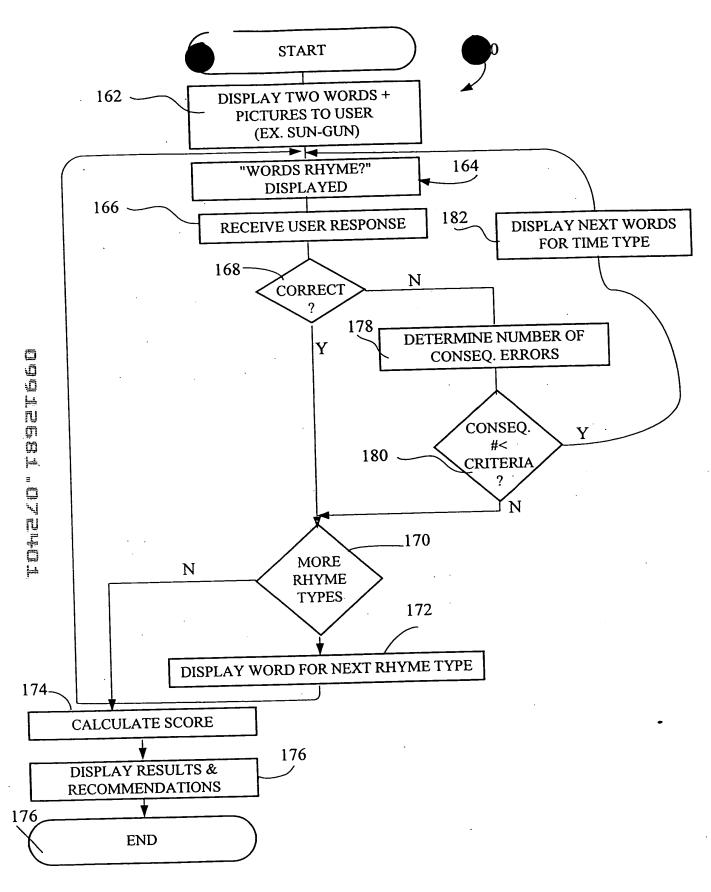
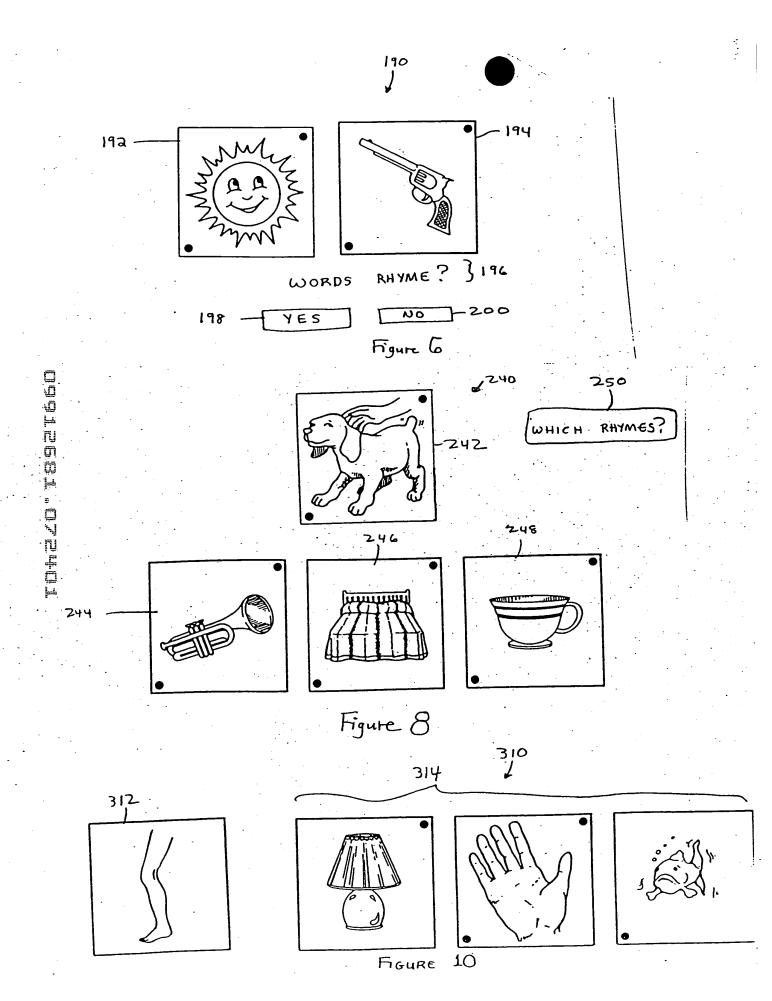


Figure 5



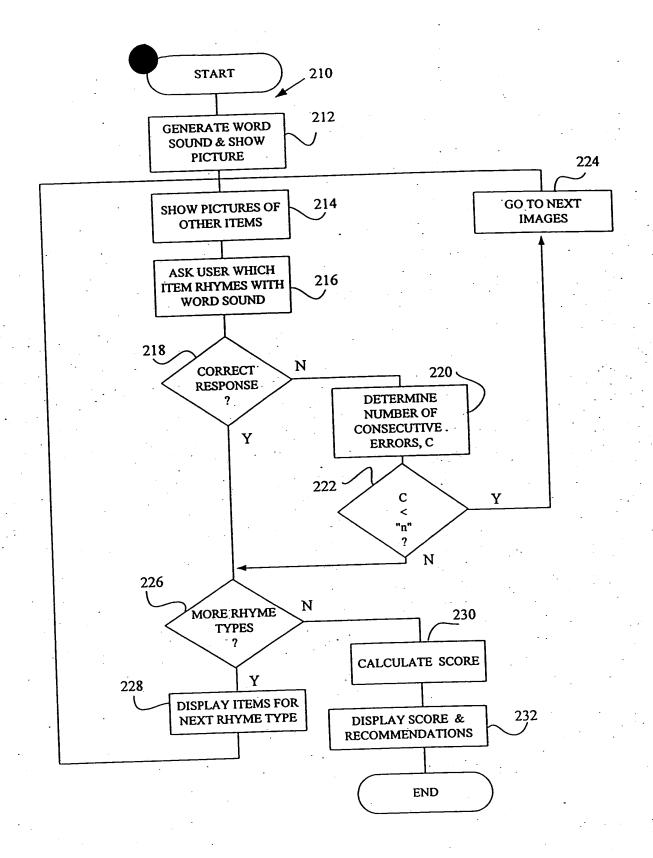
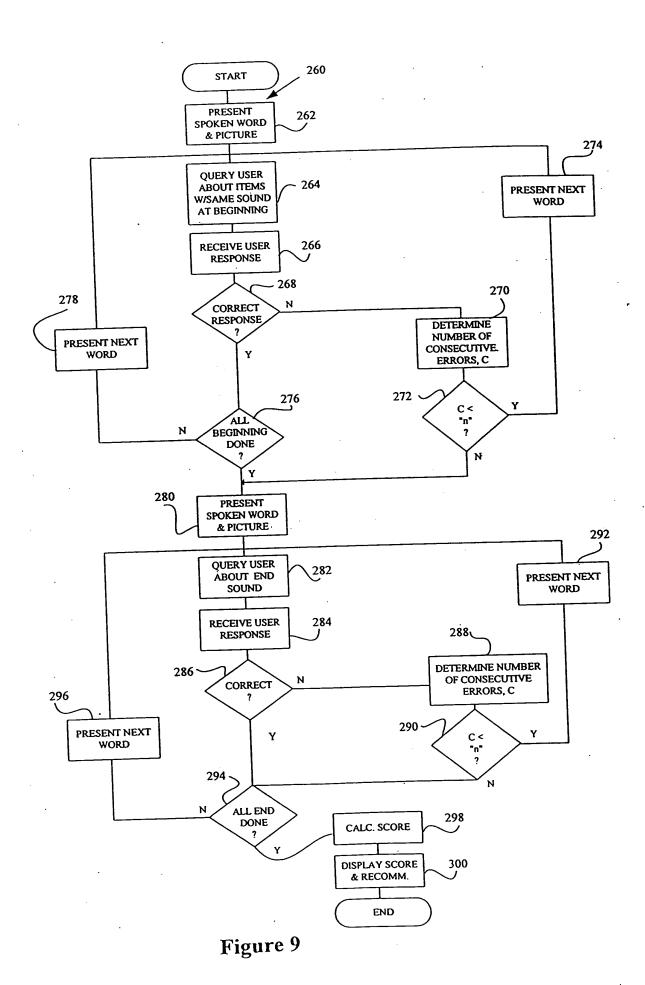
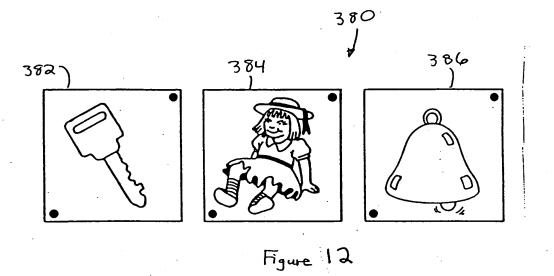


Figure 7





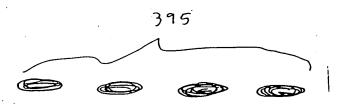


Figure 14

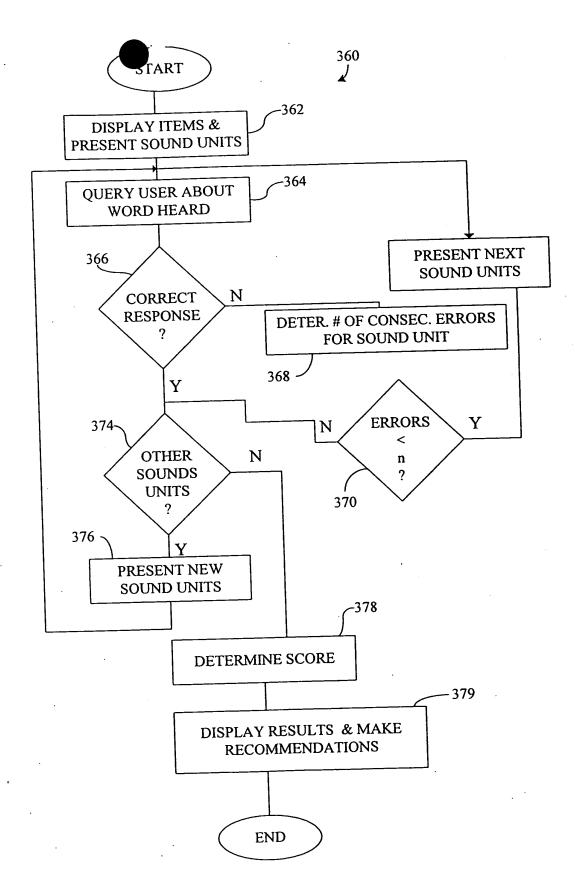


Figure 11

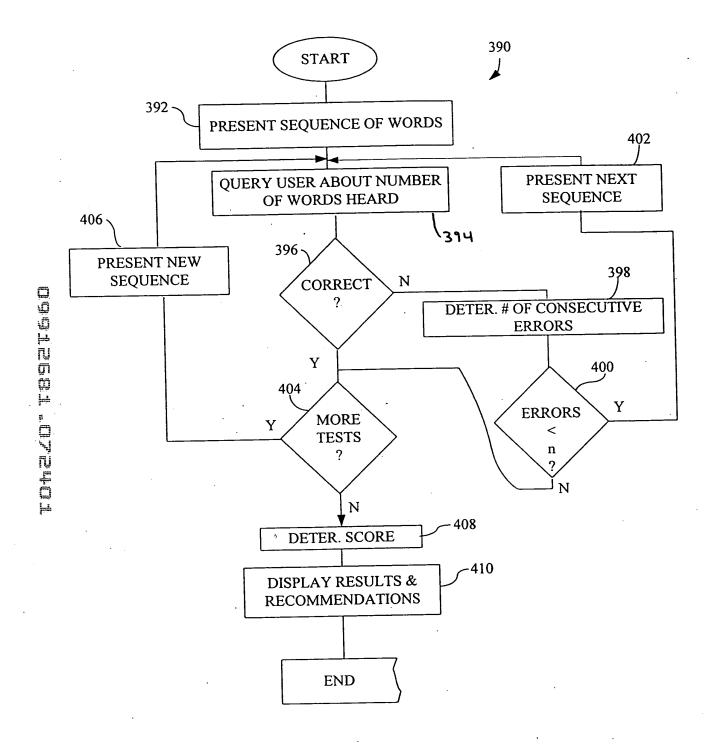


Figure 13

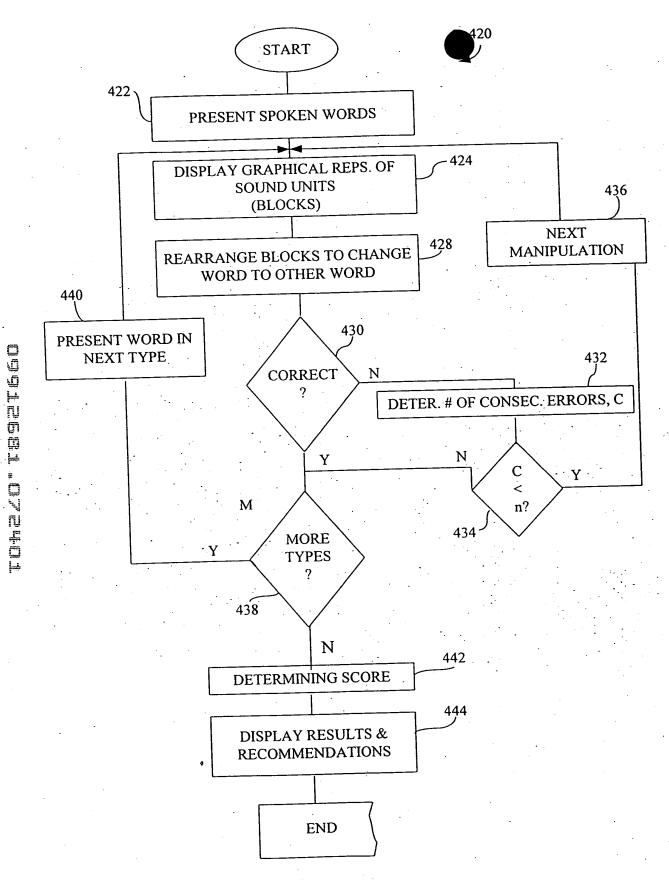
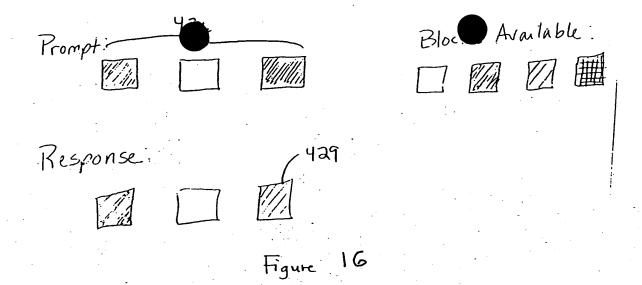
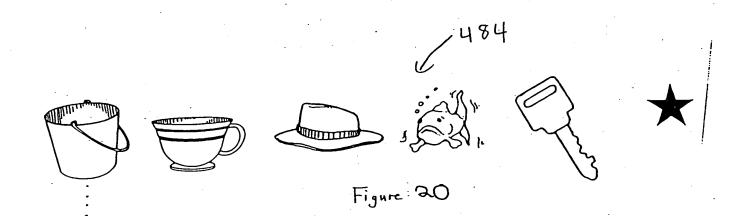


Figure 15



	6	2
4		9
5	8	3

Figure 18



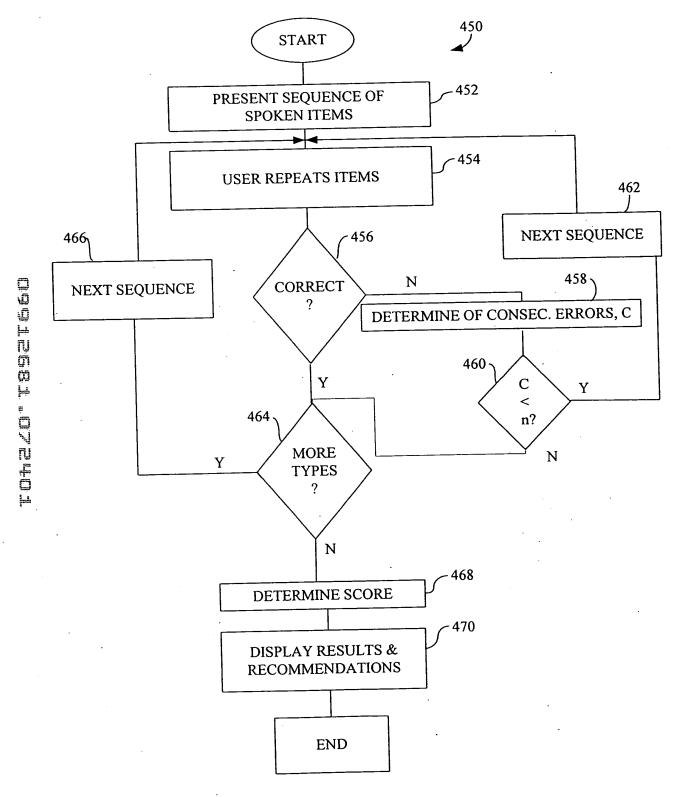


Figure 17

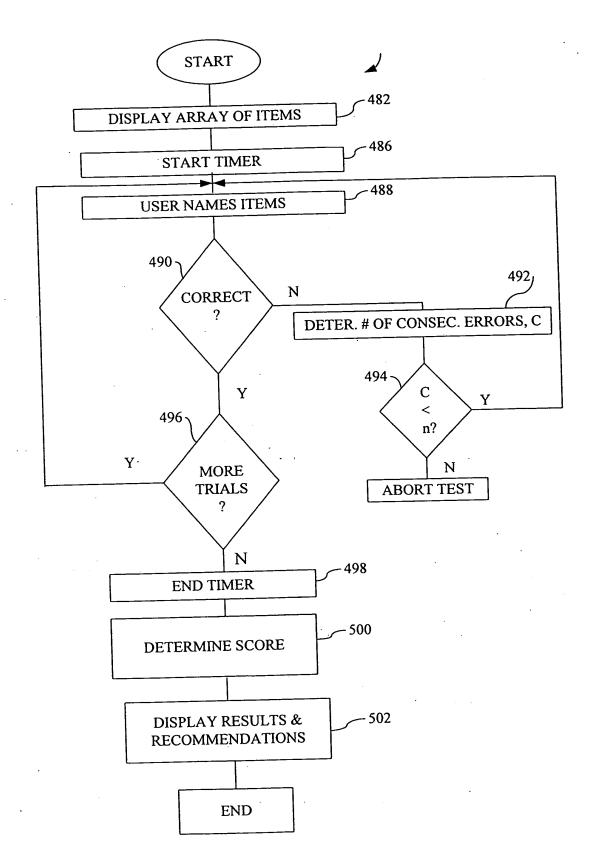


Figure 19

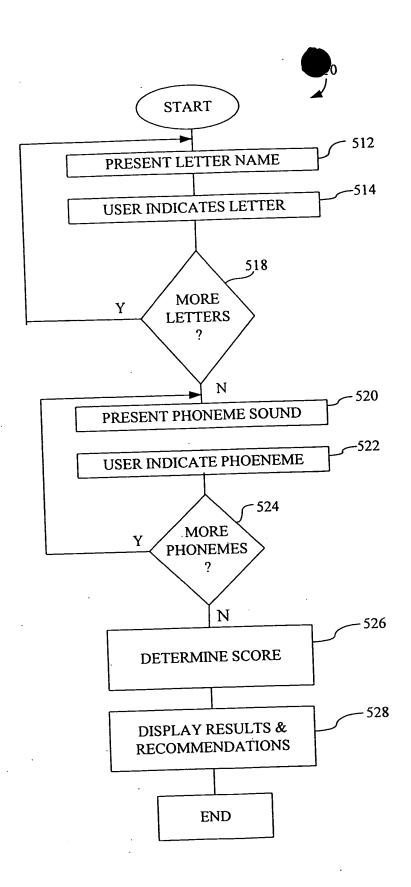


Figure 21

Figure 22

Figure 24

Figure 26

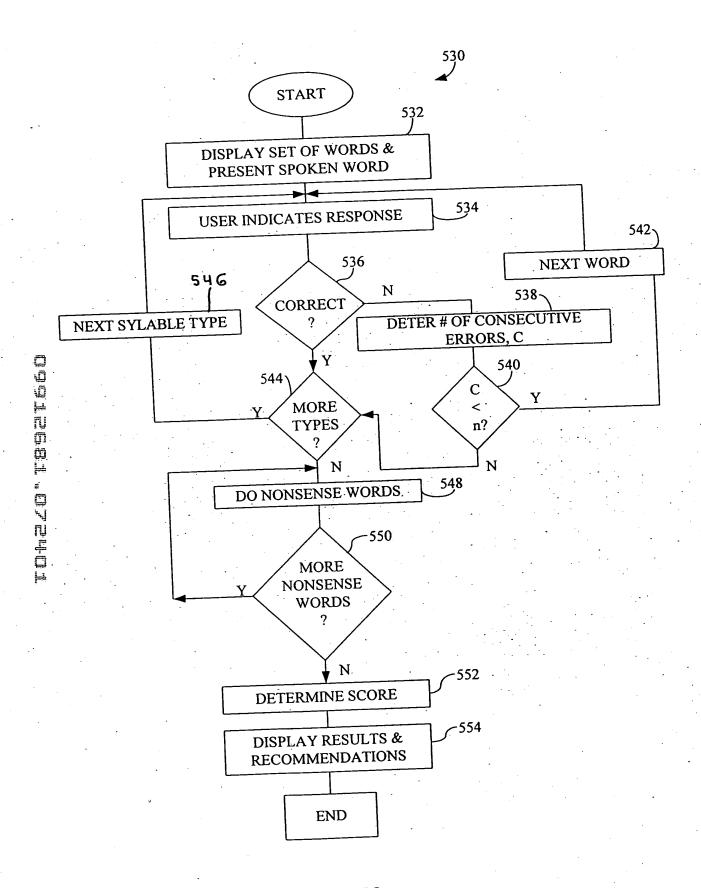


Figure 23

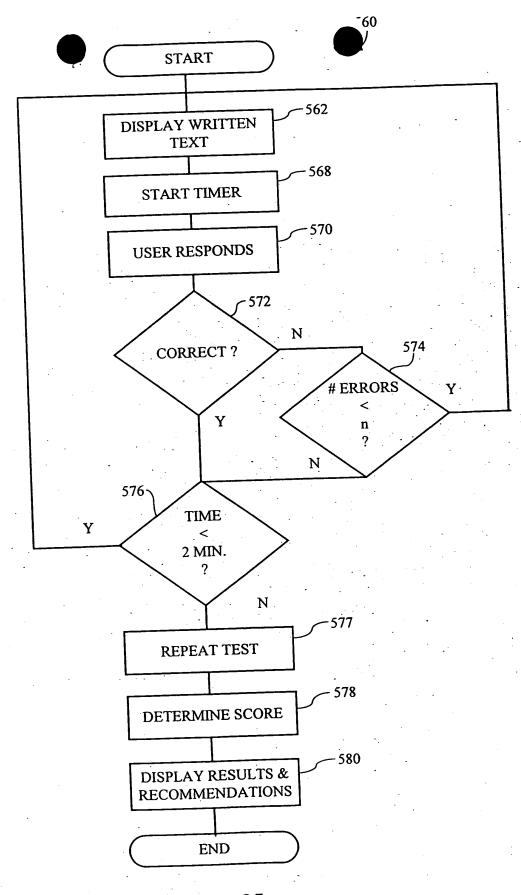


Figure 25

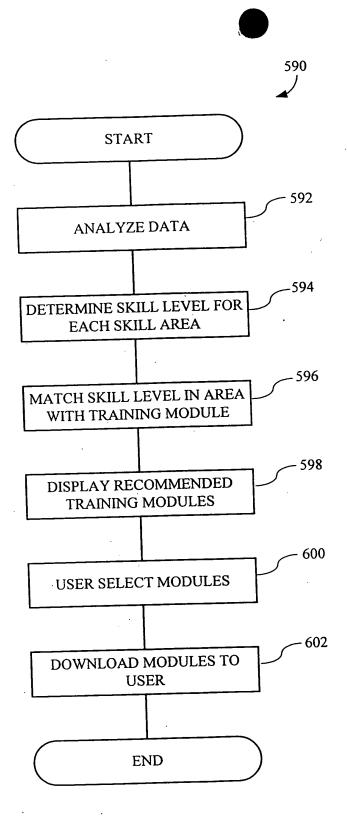


Figure 27

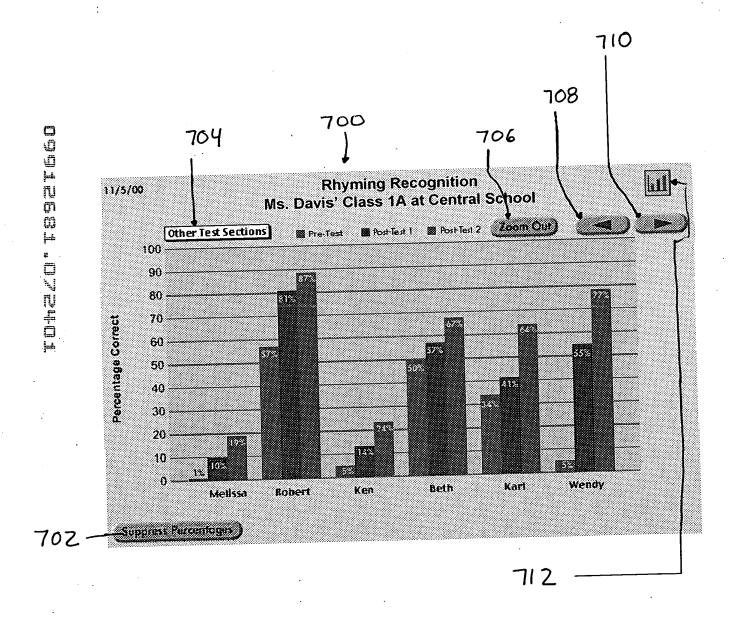
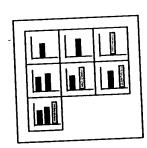


Figure 28

Rhyme Recognition	_
Rhyme Generation	_
Beginning and Ending Sounds	_
Blending	_
Segmenting	
Manipulating	
Recalling in Sequential Order	_
Rapid Naming	
Letter Names and Sound	
Decoding	
Fluent Reading	
	, const

740

Figure 29



750

Figure 30